

CLAIMS

1. A gaming machine operable to play a base game and a second game; said gaming machine including a first display adapted to display progress and results of said base game; said gaming machine further including a second display adapted to display progress and results of said second game; said base game and said second game arranged to be played such that selected ones of outcomes of said second game affect play of said base game, whilst the outcome of said second game is independent of the outcome of said base game.
2. The gaming machine of Claim 1 wherein said base game and said second game are initiated substantially simultaneously.
3. The gaming machine of Claim 1 or 2 wherein a win conferred by said second game can award one or more of the following directly to said base game:
 - i. A nil result;
 - ii. A cash jackpot award;
 - iii. An award of a re-spin;
 - iv. An award of credits for use in subsequent games;
 - v. A feature game on the base game;

- vi. Free games or bonus game on said base game;
 - vii. An award of base game symbols in conjunction with a re-spin of the base game.
4. The gaming machine of Claim 1 or 2 or 3 wherein a
- 5 win conferred by said second game can award a feature game to be played in said second display the outcome of which can award one or more of the following to said base game:
- i. A nil result;
 - 10 ii. A cash jackpot award;
 - iii. An award of a re-spin;
 - iv. An award of credits for use in subsequent games;
 - v. A feature game on the second game;
 - 15 vi. Free games or bonus game on said base game;
 - vii. An award of base game symbols in conjunction with a re-spin of the base game.
5. The gaming machine of any one of Claims 1 to 4 wherein said base game is a symbol-driven game.
- 20 6. The gaming machine of any one of Claims 1 to 5 wherein said second game is a symbol-driven game.
7. The gaming machine of claim 5 or 6 wherein the coming to rest of symbols of said first game is sequentially controlled.

8. The gaming machine of claim 5 or 6 or 7 wherein the coming to rest of symbols of said second game is sequentially controlled.
9. The gaming machine of any one of claims 1 to 8 wherein sequencing of progress of said second game is interleaved with sequencing of progress of said first game.
10. The gaming machine of any one of Claims 1 to 9 wherein said second game is paused when a winning combination of the second game is approached.
11. The gaming machine of Claim 10 wherein said second game remains paused until said base game terminates.
12. The gaming machine of any one of Claims 1 to 11 wherein said play of said base game comprises a play of an initial game together with a play of any awarded feature games or bonus games or the like.
13. The gaming machine of any one of Claims 1 to 12 wherein said base game includes an array of either 3 or 4 or 5 or 6 reels.
14. The gaming machine of any one of Claims 1 to 13 wherein said second game includes a three reel array together with a fourth reel adapted to display an openable aperture.

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15. The gaming machine of claim 14 wherein each reel of the reels of said three reel array is divided into a number of sectors displayed on the circumferences of each said reel and wherein each said reel is provided with a symbol in at least one of said sectors.

16. The gaming machine of Claim 15 wherein a winning combination for said second game occurs when three symbols are aligned on a centre line of said three reel array and any symbol is displayed in said openable aperture of said fourth reel.

17. The gaming machine of any one of Claims 11 to 16 wherein a win is determined according to a predetermined disposition of said symbols of said three reel array when said three reel array has reached a stationary state at the end of said second game.

18. The gaming machine of claim 14 or 15 or 16 or 17 wherein the five reels of said base game and the reels of said second game are induced to spin at the start of said base game, and said openable aperture of said second game opens to reveal a symbol.

19. The gaming machine of any previous claim wherein a feature game is awarded thereon and has its progress

and outcome displayed on said first display; said feature game having an increased probability of award as a result of initiation of a play of both said base game and said second game substantially simultaneously as compared with initiation of said base game only.

20. A method of increasing probability of an award of a feature game, said method comprising:

a) Providing a base game and a second game on an Electronic Gaming Machine together with a first display for displaying progress and results of said base game and a second display for displaying progress and results of said second game;

b) Causing a play of said second game to be triggered when a play of said base game is initiated.

c) Allowing selected ones of outcomes of said second game to affect play of said base game whilst the outcome of said second game is maintained independent of the outcome of said base game.